

RESPONSE TO SECOND FINAL OFFICE ACTION

SERIAL NO.: 09/208,696, APPLICANT: Yasuyuki Sekine; AU 3711

EXAMINER: Collins, D., ATTY DKT: RM.HPK; FILED: December 10, 1998

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RESPONSE TO SECOND FINAL OFFICE ACTION GROUP 3700

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In response to the Final Office Action of December 26, 2000, please amend the above-identified application as follows:

In the Claims:

Please cancel claims 1, 5, 8, and 9 (claim 10 having previously been cancelled).

Please add the following new claims.

11. (New) A gaming machine for the playing of a game by a player, the game having a plurality of predetermined game states, the gaming machine comprising:

a display portion having a winning line, the display portion providing indication of a plurality of symbols, a preselected one of said plurality of symbols being correlated to an associated one of the plurality of predetermined game states;

a display element viewable in said display portion for presenting the plurality of symbols in a predetermined display sequence at a determined display rate sufficiently fast that a player will not readily distinguish a singular presentation of any of the plurality of symbols, the preselected one of said plurality of symbols being presented twice in succession in the predetermined display sequence so as to be distinguishable by the player at the determined display rate; and

a player-actuatable stop arrangement for initiating a stop of the predetermined display sequence whereby one of the plurality of symbols will be stopped on the winning line of the display portion.